

Weilun Sun

Email

sunweilunjwilson@berkeley.edu

Homepage

<http://sunweilun.github.com>

EDUCATION

Doctor of Philosophy

2014 – present

EECS

Visual Computing Lab, UC Berkeley, California, USA

Advisor: [Prof. Ravi Ramamoorthi](#)

Bachelor of Engineering

2010 – 2014

Computer Science & Technology

Tsinghua University, Beijing, China

Overall GPA: 88/100

Official Overall Ranking: #21 out of 100 students

Research Relevant Courses

- | | |
|---|--------------|
| • CS289A, Introduction to Machine Learning, UC Berkeley | Fall, 2015 |
| • MATH228A, Numerical Solution of ODEs, UC Berkeley | Fall, 2015 |
| • CS274, Computational Geometry, UC Berkeley | Spring, 2015 |
| • MATH228B, Numerical Solution of PDEs, UC Berkeley | Spring, 2015 |
| • CS284A, Computer Graphics, UC Berkeley | Fall, 2014 |
| • CS294-26, Computational Photography and Image Manipulation, UC Berkeley | Fall, 2014 |

Teaching

- | | |
|--|------------|
| • Teaching assistant for CS194-26, UC Berkeley | Fall, 2015 |
| Professor: Prof. Alexei Efros | |

RESEARCH EXPERIENCE

Interactive Detailed Cutting of Thin Sheets

August, 2014 – January, 2015

To appear in Motion in Games 2015

VCL, UC Berkeley

Advisor: [Prof. James F. O'Brien](#)

- Implemented cutting on triangle meshes.
- Implemented non-manifold grid shape function interpolation on triangle meshes.

Anisotropic Spherical Gaussians

February – May, 2013

SIGGRAPH Asia 2013 Technical Paper

Graphics & Geometry Computing Group, TNList, Tsinghua University

Advisor: [Dr. Kun Xu](#)

- Investigated the form of Anisotropic Spherical Gaussian (ASG for short).
- Implemented a *Precomputed Radiance Transfer* rendering program based on theories in the paper.

Sketch2Scene

September, 2012 – January, 2013

SIGGRAPH 2013 Technical Paper

Graphics & Geometry Computing Group, TNList, Tsinghua University

Advisor: **Dr. Kun Xu**

- Reproduced a single-model retriever based on paper *Sketch-Based Shape Retrieval*.
- Implemented part of the GUI of the project system.

PUBLICATIONS

- “Anisotropic Spherical Gaussians,”
Proceedings of SIGGRAPH Asia 2013, ACM Transactions on Graphics 32(6), 209:1 - 209:11, 2013.
Kun Xu, Wei-Lun Sun, Zhao Dong, Dan-Yong Zhao, Run-Dong Wu, **Shi-Min Hu**
- “Sketch2Scene: Sketch-based Co-retrieval and Co-placement of 3D Models,”
Proceedings of SIGGRAPH 2013, ACM Transactions on Graphics 32(4) , 123:1–123:12, 2013.
Kun Xu, Kang Chen, **Hong-Bo Fu, Wei-Lun Sun, Shi-Min Hu**

PRESENTATIONS

SIGGRAPH Asia 2013 Technical Paper for *Anisotropic Spherical Gaussians*

November 22nd, 2013

COMPUTER SKILLS

Programming Languages: C/C++, Java, Python, Matlab

Softwares & Applications: OPENCV, OPENGGL, QT, CUDA

Operating Systems: Windows, Linux, MacOS